

Pokémon Ruby /Sapphire Legendary Catching Guide

by NitemareDragon

Updated to v3.58 on Jun 29, 2011

This walkthrough was originally written for Pokémon Ruby on the GBA, but the walkthrough is still applicable to the GBA version of the game.

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|   Legendary Pokémon Catching Guide   |   Ruby & Sapphire Versions   |
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| Version: 3.58 | By:NitemareDragon | Most Recent Update:06/09/2011 |
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-WARNING! There are many game spoilers contained within this guide! Read at your own discretion!

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+-----+
| ==1. INTRODUCTION== [ix00] |
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This guide provides detailed information about legendary Pokémon, including location data, walkthroughs and strategies, and recommendations for capturing these elusive Pokémon.

A. Important Notes - ix01

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Through this guide, I offer to help you on your quest to obtain the rarest and hardest-to-find Pokémon you will ever fight to catch. This guide provides you, the reader, with full walkthroughs designed to teach you how to locate and track such Pokémon as well as the best practices for capturing them.

The main thing to remember is that catching legendary Pokémon requires time and patience. They often break out of thrown PokéBalls, so persistence is the key to seizing these one of a kind Pokémon. Remember that if you accidentally knock out your target shut off the game and try again. Most legendaries will disappear if they faint, so it is always a good idea to save your game before you fight these Pokémon.

B. Navigating This Guide - ix02

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To find specific information in this guide, hold Control and press F to open the Find box (Command + F on a Mac). Type the code on the Table of Contents into the Find box. Then press Find Next until you arrive at the section you want to view.

C. Guide Symbol Key - ix03

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There are some symbols that represent important or useful information in the header. Here is an example of a Pokémon section header:

-----<EXAMPLE>-----<E4|B>-----[????]

Key: EXAMPLE =Pokémon header name

E4 =Can catch Pokémon before fighting the Elite Four

B =Can use Pokémon in the Battle Tower

[????] =Navigational code. Type the code on the table of contents in the find box (Control+F) and click "Find Next" a few times to navigate to that section.

D. FAQs - ix04

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This section is intended to answer commonly asked questions about the guide and the contents of the guide. Please read this section before you send a request for help, just in case the FAQs answer your question.

-Where do I find the (EON, AURORA, etc.) ticket(s)?

These tickets are no longer available; you cannot get them anymore. They are normally obtained through Pokémon events.

-What are Pokémon Events?

Pokémon events are real-life events where fans of the Pokémon world have a party. People really only attend Pokémon events because Nintendo gives out free Pokémon for GameBoy Advance and DS Pokémon games. Previous events included Mew, Lugia, Ho-oh, Deoxys, etc. Nintendo gave Pokémon to players in the form of tickets. The EON TICKET, for example, allows you to go to the Southern Island and catch one of the Latis, while the AURORATICKET allows travel to Birth Island to get Deoxys. These tickets are "handed" out wirelessly during the Events through the MYSTERY EVENT feature as the prize for attending. You have to catch the Pokémon yourself by going to the island with the ticket.

-How do I get such-and-such cheat device? I am in such-and-such country.

I cannot help you. I do not condone the use of cheat devices except for the educational purposes used for the creation of these guides. Using them to get ahead in the game is unlawful for tournament usage, therefore is considered illegal by our standards.

-How do I get this Pokémon?

If the guide simply does not help you catch the Pokémon, or you just did not understand my walkthrough, I will be glad to help. Before you ask me though, read the walkthrough several times, and if you just cannot get it, email me. If there are Pokémon not covered in the guide that you want to ask me about, by all means, do. I will help.

-Um, I do not have TM28 DIG for the Sealed Chamber. I sold it or cannot find it. What Pokémon learns dig? How can I get a replacement TM?

Normally, you obtain the TM DIG from the Fossil Maniac's little brother who is just inside of the house on the west edge of Fallarbor Town. If you lost, misplaced, or otherwise got rid of the TM, then the only thing you can do (other than starting the game over or trading a Pokémon/TM from another game) is go to the desert on Route 111 and catch yourself a Trapinch. As long as you DO NOT allow Trapinch to evolve, it will learn DIG at level 41. It is important that you do not allow Trapinch to evolve until it learns that move or else nothing will happen when it reaches level 41. It may take a bit to raise it to that level, but I think the hard work would make you think twice about getting rid of items next time.

-What about Mew, Ho-oh, and Lugia? You did not mention them!

That is because they are not in Ruby/Sapphire. You have to trade them from Emerald version. Let me repeat that:

Lugia, Ho-Oh, and Mew are not in Ruby or Sapphire versions. They are in Emerald, I know, but Emerald is not Ruby or Sapphire is it?

-Wait...you just said that I can find Lugia, Ho-Oh, and Mew in Emerald?

HOW DO I GET THEM?

You cannot get them anymore. Check the Pokémon Emerald Version guide when it comes out for more information, but in the meantime, I will just tell you that they require the aforementioned MYSTERY EVENT function as well as special items to obtain, but you CANNOT get these items anymore without a cheat device. In addition, as I said earlier, I do not approve the use of such devices to hack your way to legendary Pokémon (or for any reason for that matter).

-Sometimes when I start my Ruby or Sapphire game, I get a message saying that the internal battery has run dry, and clock-based events will no longer occur. What's going on?

Unfortunately, this is a problem that is surfacing for many players. The

game cartridge relies on a battery to help back up game saves and power the game's internal clock. The internal clock is nothing more than the clock you set at the beginning of the game. That clock controls the flow of time in the game. Using this method, you can have day and night in the Pokémon world, and days pass just like they do in real life. If you want to plant a berry, you water it, wait a few hours or days in real life, and the berry is grown. Same for the lottery ticket events; if you fail to draw a winning ticket, you draw another one the next day. All of this is controlled by the internal clock, which is powered by the cartridge battery. When that battery runs dry, the clock will cease to function, which means time in the Pokémon game is stuck. You can not grow berries anymore, and you cannot do any more "once a day" events. You can still save and load your game, but clock-based events will be stuck. This kind of problem is normal for old Pokémon games like Ruby & Sapphire (they were made in 2003), and it will not affect your abilities to capture the legendary Pokémon in any way.

They actually improved the design of the battery and flash memory usage since GameBoy Color; most GBC game batteries that run dry can no longer hold a gamesave for any longer than five seconds. GameBoy Advance games, on the other hand, will still hold the gamesave, but they will be unable to run any extra features that require the battery (like the clock in R/S/E). The DS improves on these flaws even further, by depending on the System Clock and calendar to control time-based events in the newer DS Pokémon games. Unfortunately, the GBA games do not understand that they are being played on a DS, so they cannot try to obtain clock information from the DS.

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| ==2. LEGENDARY POKÉMON CATCHING GUIDE==                               [gde0] |
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(==Ruby & Sapphire versions==)

Pokémon Ruby and Sapphire take place in the Hoenn region, where verdant nature, long trails, and lots of rare Pokémon lie in wait.

-----<THE GOLEM TRIO>-----<E4|B>-----[rg00]

The legendary golems are the three Pokémon Regice, Regirock, and Registeel. These Pokémon are sealed away in large rock formations without an entrance. To get them all you will go on a long quest across Hoenn. You will also need to go on a Pokémon hunt...

Sealed Chamber (Route 134, Ocean Current) - rg01

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This will be your first stop. Sealed Chamber is hidden in the middle of the Ocean Current between Pacifidlog and Slateport.

REQUIREMENTS TO OBTAIN:

- TM/HM: SURF, DIVE, DIG
- Pokémon: Relicanth, Wailord
- PokéBalls: Ultra Ball & Dive Ball
- Key Item: Super Rod

Relicanth:

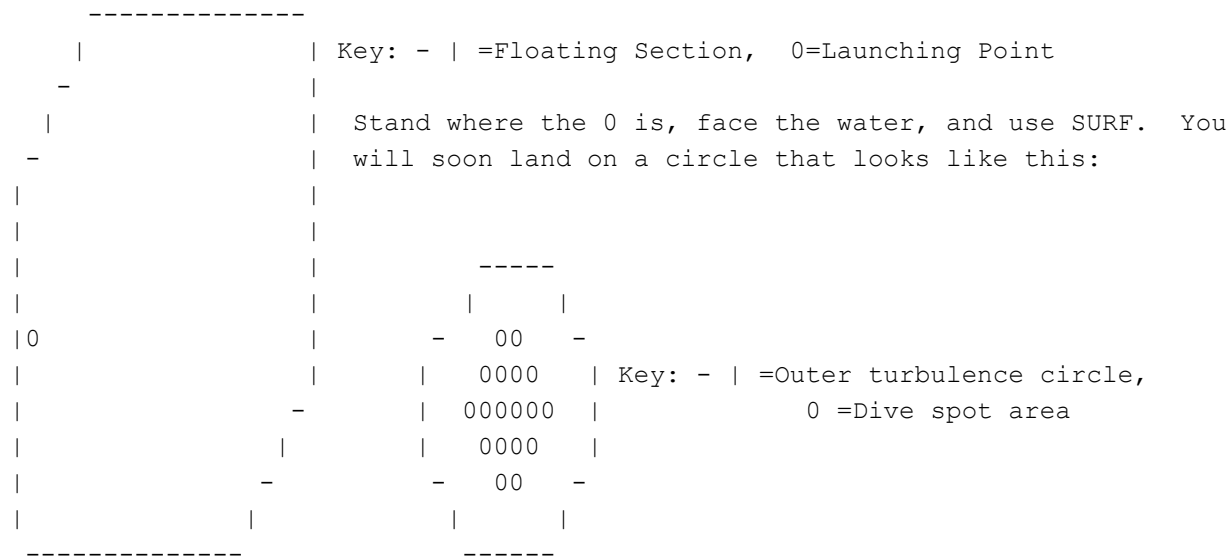
The first thing you must do is DIVE underwater at Route 124 or Route 126. If you search in the seaweed, you will find wild Pokémon, usually Clamperl, and Chinchou. You are looking for a Relicanth, a ROCK/WATER type. You need it and another Pokémon, Wailord, to gain access to the Regis. Relicanth is hard to find, but don't give up. It will appear. Once it does, weaken it, and use Dive Balls to capture it; those can be bought in Mossdeep City's PokéMart.

Wailord:

After you get a Relicanth, you need to fish up a Wailmer. These can be found all long the sea routes. All you need to do is use a Rod; SUPER ROD works the best. After catching one, you need to raise it to LV.40 to get it to evolve. If you want to save the trouble, you can SURF along Route 129 and eventually a Wailord will appear. They are considered 'rare', so they will be about as easy to find as Relicanth was.

The Cave:

Upon obtaining both Relicanth and a Wailord, switch the Relicanth to the first position in your party (that is, if you start a battle, Relicanth will be sent out) and Wailord in your last position. Get a Pokémon that knows DIG or can learn DIG and put it in your party. Keep Relicanth and Wailord in the same positions in your team. Go to Pacifidlog Town and SURF west. You will encounter the Ocean Current here, and it will whisk you along the route. Make sure you stick to the southern edge of the route. If you do, you will land on a floating section shaped like this:



When you land on the dark circle indicating a DIVE spot, go underwater. Then, exit through the circle of light to the south. Continue south through the underwater channel, and go around the slab of rock at the end. You will see something odd engraved upon the slab. Press the A button and a box will pop up with a series of dots. This is Visual Braille. It is saying GO UP HERE. If you return to the surface right in front of the message, you will find yourself in an underwater cavern, the Sealed Chamber. You will see several tablets, each one inscribed with the Visual Braille (you can ignore these; they are my Braille Decoder with just the Braille). Go to the far wall, It is inscribed with Visual Braille as well. It says, "DIG HERE," so make sure you are standing in the middle of the tablet in the wall (you have to be standing in the middle of the Braille tablet for this to work), open the main menu, select Pokémon, and use DIG. If done correctly, your Pokémon will use DIG and a hole will appear in the wall. Walk inside..

This area is shrine-like, with several small tablets peppered with Visual Braille and one large tablet at the back. I translated the small tablets, and upon putting the message in order, it tells an ancient story:

"IN THIS CAVE WE HAVE LIVED. WE OWE ALL TO THE POKEMON. BUT, WE SEALED THE POKEMON AWAY. WE FEARED IT. THOSE WITH COURAGE, THOSE WITH HOPE. OPEN A DOOR, AN ETERNAL POKEMON AWAITS."

Now, the large tablet at the back says "FIRST COMES RELICANTH, LAST COMES WAILORD" so put your Relicanth in your lead party position, and a Wailord in the final party position. If you followed my instructions so far, you

are in luck, as you already have both Pokémon! After putting the Pokémon in the requested positions, stand in front of the large tablet. The cavern begins to tremble. You hear three loud thuds, meaning you just unlocked three Pokémon sealed away for ages...

Regice (Route 105, Island Cave) -rg02

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The Island Cave will be your next destination. Regice is sealed away in an island in the middle of one of the water routes, 105. You do not have to get the Regis in the order in this guide.

REQUIREMENTS TO OBTAIN:

-HM: SURF

-PokéBalls: Ultra Ball (50+)

-Quests: Unlock the Sealed Chamber

Locating Regice:

To reach Island Cave, go to Dewford Town and SURF northwest. You will be at Route 106. Continue north to go to Route 105 and stay west as possible and continue north. Right upon entering Route 106, you will see a small circle of an island with sand and trees. There is an item ball (containing IRON) perched upon it. There are also two other small sandy circles (more like squares). Go to the north a little ways more. There will be a Swimmer (male) in front of a long sand bar with rows of trees. Land on that sand bar and continue west. Use SURF on the west side of the sand bar and go between the two tree-covered islands. Now, head north. The watery path will continue for a ways and you will soon see a stone island. This is the Island Cave. The six large rocks surrounding it will be in the water, with the island itself on a beach. If there is not an entrance, you need to follow the instructions under the "Sealed Chamber" section above. If there is an entrance, go into the island.

The island itself is bare, save for the familiar back wall peppered with Visual Braille. It says "STOP AND WAIT. WAIT FOR TIME TO PASS TWICE." You need to have the message in Braille on your screen for approx. 2 minutes and the door will open itself for you.

After you open the inner sanctum, save your game and head in. You see Regice surrounded by a circle of rocks. Waltz up to Regice and press the A button. It "roars" and the music changes for the battle.

Capturing Regice:

Regice is difficult to catch in my opinion. The most annoying thing is that the Regis don't have very many Power Points (PP) for their moves. This means they will begin to use STRUGGLE and make itself faint after a while. Whittle Regice's health low (but not too low) and hit it with a non-damaging status effect. Sleep and Paralyze work well. Remember that if you knock it out, it will be gone for good in R/S versions, so shut the game off, and turn it back on if it faints.

Regirock (Route 111, Desert Ruins) -rg03

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Regirock is hiding in the Desert Ruins of the Desert in Route 111. You need the GO-GOGGLES to reach it.

REQUIREMENTS TO OBTAIN:

-HM: STRENGTH

-PokéBalls: Ultra Ball (30-40)

-Key Item: Go-Goggles

Locating Regirock:

When entering the desert on Route 111 go south and continue south until you hit a big rock formation, a dead giveaway for Regirock's location. The entrance is on the other side, on the front wall. Keep going south to find an item ball: TM37, SANDSTORM (fits doesn't it?). Upon entering the ruins, you will see the back wall covered in Visual Braille. This is what it translates to: "RIGHT, RIGHT, DOWN, DOWN. THEN, USE STRENGTH." So, take two steps to the right, two down, and use STRENGTH. Wham! The back wall opens up. Walk inside to greet Regirock.

Capturing Regirock:

Regirock is the easiest to capture compared to the other Regis. If you can put it to sleep, you may want to for the sake of making things easier. The Relicanth you captured to gain access to the Regis might be a good choice in this battle, as YAWN will put its target to sleep after two turns. Regirock's SUPERPOWER is a FIGHTING type attack, however, which could destroy your Relicanth in one hit. Keep in mind that Regirock is, indeed a ROCK type, so you can still paralyze it.

Registeel (Route 120, Ancient Tomb) - rg04

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Registeel is the last Pokémon on your list. This one is hiding in the Ancient Tomb on Route 120. This is between Fortree and Lillycove cities.

REQUIREMENTS TO OBTAIN:

-HM: FLY

-PokéBalls: Ultra Ball (40-50)

Locating Registeel:

To get to the final Regi, go to either Fortree or Lillycove to get to Route 120. This guide will stem off starting from Lillycove. Head west from Lillycove City and navigate through the maze of fences on Route 121. Continue to Route 120. From there, continue west until you hit a wall near the girl giving out rare berries. Head north and you will see steps in the wall; go up them. Force your way through the tall grass and up the next set of steps. There, you will see the Ancient Tomb. Walk inside...This time the back wall says "WITH NEW TIME, HOPE AND LOVE, AIM TO THE SKY IN THE MIDDLE." This, as you might have guessed, means go to the middle of the cave and use FLY. After fulfilling the request, the back wall opens.

Capturing Registeel:

Not much to say here. You know the drill. Just remember that, since it is a STEEL type it will be hard to damage with physical attacks. In addition, you cannot poison a STEEL type, not that you would want to poison a legendary Pokémon anyway. Hit it with sleep, paralyze, or freezing if you can (freezing is not easy to do, especially with a STEEL type, but it really helps with capturing legendaries if you can manage it). Whittle its HP down (easier to do since it is resistant to NORMAL, ROCK, etc.) FIGHTING is super effective against Registeel and the other Regis as well, so avoid using it.

SUMMARY:

Pokémon	Type	Ability	Location
Regice	ICE	Clear Body	Island Cave (Route 105)
Regirock	ROCK	Clear Body	Desert Cave (Route 111)
Registeel	STEEL	Clear Body	Ancient Tomb (Route 120)

-----<LATIAS & LATIOS>----------[lt00]
The first thing you must know is that Latias is found in Sapphire only and Latios in Ruby only. There is an island where you can find the one you cannot catch normally, but it involves a Pokémon event that is long over. Both can only be found after the Elite Four. When you defeat the Champion and after you continue your game you will find yourself in your room. Upon exiting your room you will see your DAD. He gives you the ticket for the ferry and there is a news flash shortly after he leaves. Sightings of a red (or blue) Pokémon flying all over Hoenn!

Latias -lt01
+-----+

The first thing you must know is that Latias is found in Sapphire only and Latios in Ruby only. There is an island where you can find the one you cannot catch normally, but it involves a Pokémon event that is long over. Both can only be found after the Elite 4. When you defeat the Champion and after you continue your game, you will find yourself in your room. Upon exiting your room, you will see your DAD. He gives you the ticket for the ferry and there is a news flash shortly after he leaves. There have been sightings of a red (or blue) Pokémon flying all over Hoenn!

This Pokémon can only be found in Sapphire (and Emerald) version. She roams the region just waiting for you to capture her.

REQUIREMENTS TO OBTAIN:

-Pokémon Moves: MEAN LOOK, BLOCK

-*Abilities: Shadow Tag

-PokéBalls: Master Ball or Ultra Ball (Dive Ball if fighting at sea)

Locating Latias:

It is common to find Latias near a body of fresh water, sometimes even the sea. If you fail to catch her (unless you knock her out, in which she will disappear forever) you can track her location using your PokéDex. When you enter or exit a building, or move from route to route, her location will change as well. Using FLY to quickly get to the route she's at WILL NOT WORK, as she will likely be at the opposite side of the map by the time you get to her location by flying. Furthermore, when you find her again, she will still have the same amount of HP and the same status as when you last left her.

Capturing Latias:

Since she runs away at first sight, this one can be quite tricky to capture. If you want, you can make this quick by using your Master Ball before she bolts loose. If you do not want to use it, then listen up...

Capture a Pokémon that can use escape-blocking moves such as BLOCK or MEAN LOOK. These will prevent the escape of the target Pokémon. However, if the Pokémon that uses this move is Knocked Out, the effect wears off and the target Pokémon can escape. Golbat is one of the few that can learn MEAN LOOK.

A good idea would be to "get Wobbuffet to level 44 and use a Pokémon with SLEEP POWDER at level 50. Get Latias down to a few HP and keep using ENCORE with Wobbuffet until Wobbuffet is knocked out. When Wobbuffet is knocked out, use the Pokémon with SLEEP POWDER, and use the SLEEP POWDER attack. If Latias flees, which it most likely will, you can track her down again, and when you find her she will have almost no HP left and be asleep." (Sambasma) You can use a DIVE BALL against her to catch her a little bit easier. Typically, ENCORE is a move that Wobbuffet learns from its Pre-Evolutionary form, Wynaut, after Wynaut Evolves. Breeding two Wobbuffets while the female is holding a LAX INCENSE will produce an EGG with Wynaut in it. You can also obtain a Wynaut

EGG by speaking to the elderly woman next to the Lavarige Pokémon Center while you have an empty slot in your party. I have more STRATEGIES in the Latios section that may be able to help.

Latios -lt02

+-----+

This Pokémon can only be found in Ruby (and Emerald) version. He roams the region, just waiting to be captured.

REQUIREMENTS TO OBTAIN:

-Pokémon Moves: MEAN LOOK, BLOCK

-*Abilities: Shadow Tag

-PokéBalls: Master Ball or Ultra Ball (Dive Ball if fighting at sea)

The easiest way is to use your Master Ball, but if you do not want to use it up, read carefully.

Locating Latios:

You may have better luck finding Latios somewhere along one of the seaside routes. He tends to stay on dry land more than the ocean, typically near Lillycove city and the like. If you fail to catch him (unless you knock him out) you can track his location using your PokéDex. When you enter or exit a building, or move from route to route, his location will change as well. Flying to his current location WILL NOT WORK, as by the time you get to his location by flight (it's not instant in game-time) he will be at the other side of the map. Keep in mind that any damage or status affects that you inflict upon Latios will persist; that is, when you next encounter him, he will have the same amount of damage and the status effects (except confusion) that you caused the last time you faced him.

Capturing Latios:

Go find a Pokémon that can learn an "Anti-Escape move" such as MEAN LOOK or BLOCK and raise it up past level 40. Golbat, "Sableye, and Duskkull, (and their evolutionary forms)" (Valth) can learn MEAN LOOK, Sudowoodo and Snorlax can learn BLOCK. Be careful if you use a Golbat, they are weak against PSYCHIC type attacks, which is exactly what Latios uses. When Latios finally appears, use your secret weapon, but keep in mind that your Pokémon must be faster than Latios or he will still be able to get away. If your Pokémon faints, the effect from MEAN LOOK/BLOCK wears off and Latios will bolt loose next turn. Keep this in mind during your face-off.

Another good Pokémon to use could be Wobbuffet, "since Sudowoodo and Snorlax are hard to get in Ruby/Sapphire/Emerald, and Latios/Latias is super effective against Golbat." (Deer Hunter 94). Wobbuffet has the SHADOW TAG ability, which prevents all enemy Pokémon from switching out or running away unless Wobbuffet faints or switches out. I would be cautious with using MIRROR COAT against Latias/Latios or you may end up knocking them out. I consider COUNTER and MIRROR COAT to be too unpredictable with the damage it causes to be used for catching Pokémon. I have more STRATEGY suggestions in the Latias section.

Southern Island -lt03

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There is an island in both Ruby and Sapphire in which you can catch the Lati that only appears in the other version. As you can tell, this area is called Southern Island. Don't waste your time; you would have better luck buying Ruby or Emerald and trading the missing Lati over.

REQUIREMENTS TO OBTAIN:

Key Items: EON TICKET

Other: Ferry Access, Defeat the E4

You can only reach here if you have the Key Item EON TICKET or if you use a cheat device. The Pokémon event used to get it is long over, so the only way you are getting to it, unless you find a friend with the ticket (in which you can use the Record Swap function to copy the Ticket to your game cartridge), you are at a loss.

Accessing the Island:

If you get the ticket, go to the port in Slateport or Lillycove cities and speak to the person standing in front of the ship. The sailor recognizes the ticket and transports you to the island.

Capturing the Lati:

Southern Island is quite mysterious, indeed. A sign says, "Those whose memories fade seek to carve them in their hearts." At the end of the path, there is an oddly shaped green mound that "speaks" when you examine it: "Dreams are but another reality. Never forget." Then, suddenly, Latias or Latios appears for a battle! You must have captured the Lati that is loose in Hoenn first before the other one will appear at this island.

SUMMARY:

Pokémon	Type 1/2	Ability	Location
Latias	DRAGON/PSYCHIC	Levitate	Variable
Latios	DRAGON/PSYCHIC	Levitate	Variable

NOTE: The Lati on Southern Island holds a SOUL DEW that powers up the SP.ATK and SP.DEF of Latias and Latios.

-----<KYOGRE & GROUDON>-----<E4>-----[gk00]

There is a legend of two Pokémon that were locked in eternal battle and created the land and the sea. These Pokémon continued fighting until the light from two orbs, the RED ORB and the BLUE ORB, washed over the rampaging Pokémon and calmed them down. They then took to sleep hidden away from the rest of the world. Guess what? That legend was true, and now you are part of it!

Kyogre (Cave of Origin, Sootopolis City) -gk01

Kyogre is a major part of the storyline, and the mascot for Sapphire version. During the game, Team Aqua steals one of the orbs, the RED ORB, from Mt. Pyre and takes off. The woman atop Mt. Pyre hands you the remaining orb, BLUE ORB. Later in the Seafloor Cavern, you face off against Archie, the leader of Team Aqua. Then Archie's RED ORB begins to shine by itself and Kyogre disappears. The bright and sunny weather quickly turns violent; soon all of Hoenn will flood!

REQUIREMENTS TO OBTAIN:

*TM/HM: FLASH

PokéBalls: Great Ball/Ultra Ball (30-45), Timer Ball (20)

Key Items: BLUE ORB

Locating Kyogre:

Kyogre fled to the Cave of Origin at Sootopolis City. This natural cave formation is revered as a sacred area, so the inhabitants of the city left the cave undisturbed. FLASH is not necessary, but it does help you navigate quickly through the cave. The ground floor has plenty of light, but as you descend the ladders, it becomes darker and darker. Soon a haze white haze

fills the air, making it slightly more difficult to see. As you descend the last ladder, you see Kyogre. It watches you as you walk around the pool it is sitting in. Suddenly Kyogre lunges at you in an attack!

Capturing Kyogre:

Keep in mind during your battle that Kyogre is a WATER type. Avoid using powerful GRASS or ELECTR attacks. Do not even consider using a Master Ball on this one. Battle Kyogre into a weakened state. Paralyzing Kyogre also helps. After weakening the beast, use about 15 Ultra Balls, and if that doesn't capture it use your stock of Timer Balls. Now if that doesn't work either, use your Net Balls until you capture it. Timer and Net Balls can be found at Rustboro and Sootopolis Cities, respectively.

Groudon (Cave of Origin, Sootopolis City) -gk02

+-----+
Groudon is a key part of the storyline, and the mascot for Ruby version. During the game, Team Magma steals one of the orbs, the BLUE ORB, from Mt. Pyre and takes off. The woman atop Mt. Pyre hands you the remaining orb, RED ORB. At the Seafloor Cavern, you battle against Maxie, the leader of Team Magma. Suddenly Maxie's BLUE ORB begins to shine from the power of your battle and Groudon disappears. The sun blazes overhead, threatening to burn you into a crisp. Hoenn's seas are drying up, and you alone must fix this situation!

REQUIREMENTS TO OBTAIN:

*TM/HM: FLASH

PokéBalls: Great Ball/Ultra Ball (30-45), Timer Ball (20)

Key Items: RED ORB

Locating Groudon:

Groudon retreated to the Cave of Origin within Sootopolis City. This cave has been left undisturbed from its original state, so you can expect it to be dark. Bring a Pokémon that knows FLASH. By following the walls, you can navigate the cave yourself, but FLASH will make things quicker and easier. As you wind your way through the cave, it will become darker and darker. Soon there will be nothing but a haze all around you. As you descend the final ladder, you see Groudon. It waits patiently as you walk in front of it. Then with a roar, Groudon lunges at you. Now is your chance!

Capturing Groudon:

Remember during your battle that Groudon is a GROUND type. Avoid GRASS and WATER attacks. Do not even consider using a Master Ball on this one. Battle Groudon into a weakened state. Paralyzing Groudon is not an option here, so try Sleep. Use about 15 Ultra Balls and then start using your Timer Balls. If that doesn't work, and you run out of Timer Balls, use the rest of your Ultra Balls until you capture it or you run out (if you run out, shut the game off and try again).

Name	Type	Ability	Location
Kyogre	WATER	Drizzle	Cave of Origin
Groudon	GROUND	Drought	Cave of Origin

-----<RAYQUAZA>-----[rq00]

Rayquaza is considered by far to be one of the most powerful Pokémon in the game. Catching Rayquaza is not as difficult as it seems, just frustrating.

Sky Pillar (Route 131) -rq01

+-----+

This is a large tower where Rayquaza sleeps. Bring your MACH BIKE, strong Pokémon, and plenty of healing items.

REQUIREMENTS TO OBTAIN:

TM/HM: SURF

PokéBalls: Ultra Ball (50+), Timer Ball (30+)

Items: Revive, Hyper Potion (20+)

Key Items: Mach Bike

Locating Raquaza:

After you become the Pokémon League Champion, FLY to Pacifidlog Town (or SURF if you have never been there before for some reason). Heal up at the Pokémon Center if you have any hurt Pokémon. Get all of your most powerful Pokémon, including those resistant to DRAGON, NORMAL, and FLYING attacks (STEEL is the perfect choice; it is resistant to all of those). Now SURF east from Pacifidlog Town, sticking to the north edge of Route 131. Once you see a small opening in the rock barrier, shaped like an enormous 'S' zigzagging back and forth northward, follow it. Soon you will see a small patch of land with an entrance in the cliff wall. Enter it to find a small cave that simply takes you up to the top of the cliff. Upon exiting at the top, you will see it: the Sky Pillar. It is very tall, reaching into the sky (hey, they don't call it the "Sky Pillar" for nothing!) and has an entrance in the front. Upon going inside, you will see nothing but some boulders, wild Pokémon, and a staircase on the back wall. Going up through the staircase you will see the annoying challenge you must face.

-The Mach Bike Challenge—Level 1 (Sky Pillar, Floor 2):

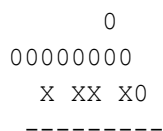
The first of two, this challenge tests your ability to veer around corners on your MACH BIKE without stopping or crashing. Good luck...

Go around all of the corners without stopping, slowing down, or hitting an obstacle (such as a boulder). Hitting a boulder will make you stop, and you will fall right through the cracks in the ground. As long as you are going full speed over the cracks in the ground, you will not fall through them; you will zip right over them. These challenges are frustrating, but keep at it. I have heard of some people who took less than 10 minutes to complete these challenges, and others who took an hour.

-The Mach Bike Challenge—Level 2 (Sky Pillar, Floor 4):

This is it, the last--but considerably more difficult--challenge. Same principle here, but more difficult. There are several obstacles here trying to stop you and make you fall back down a level. Be thankful you do not have to redo the first challenge if you mess this one up. Veer around all of the corners without stopping, but stop in between the last cracks in the ground.

Here is a diagram:



| | Key: - | =Sky Pillar barrier, 0=Rock barrier, X=Cracks

Fall through the two cracks that are close together, in between the crack at the dead-end and the crack before the two in the middle. Only if you fall through the cracks in the middle will you be able to go up a floor. After falling through, there will be a rock barrier making a path to the staircase leading up. On the second challenge floor again, you have no choice but to go up another flight of stairs. Now, you are on the fifth floor. If you search forever, the wild Pokémon Altaria might appear. It is a DRAGON/FLYING dual type and evolution of Swablu. One more flight of stairs is the only thing

between you and Rayquaza (that and an incredible amount of wild Pokémon). You are on the roof! SAVE THE GAME, YOU DO NOT WANT TO HAVE TO SUFFER THROUGH THAT CHALLENGE AGAIN...

Rayquaza (Sky Pillar Roof, Route 131) -rq02

+-----+

Here is the fun part: catching this monster. Do not use your Master Ball on Rayquaza; that is just a waste. You can actually catch Rayquaza rather easily with Ultra Balls when it is weak and tired.

Capturing Raquaza:

Quite the annoying moveset if you ask me. Rayquaza knows FLY, OUTRAGE, EXTREMESPEED, and REST. All of these moves are used in such a way as to annoy the crap out of you while you are attempting to capture it. And it works. Rayquaza has OUTRAGE, which makes it automatically use it for 2-3 turns, then becomes confused out of fatigue.

What is so bad about that? If Rayquaza has low health and gets hurt from confusion, since Rayquaza has such a high attack factor, it will knock itself out. If Rayquaza's health is low, anyway it will use REST, or try to. Any status effect it has is cancelled and Rayquaza gets full health. Sure, it's asleep, but since it has full health you can't catch it until you weaken it again. By the time you throw a PokéBall, it will wake up and use REST again. Just to let you know, REST has 10 Power Points (PP) so Rayquaza can use REST 10 times. Keep at it and you will eventually capture it. Once OUTRAGE and especially REST are deprived of PP, Rayquaza will be vulnerable and relatively easy to catch. After about 30 turns have passed, start using your Timer Balls. Effective moves against Rayquaza would be those of the DRAGON and ROCK types, as those cause x2 damage, and ICE which causes x4 damage.

Note that even if Rayquaza uses FLY, you can still throw a PokéBall at it even before it comes back down.

Name	Type 1/2	Ability	Location	Held Item
Rayquaza	DRAGON/FLYING	Air Lock	Sky Pillar	Pecha Berry

NOTE: Rayquaza's held item, PECHA BERRY, will be automatically used when Rayquaza gets confused. As a result, you most likely will not get the berry. I simply put the berry into the summary chart for reference only. Sometimes Rayquaza holds a CHESTO BERRY instead of a PECHA BERRY.

-----<JIRACHI>-----[jci0]

You cannot catch Jirachi. It was given out during a Pokémon event, so now it can only be obtained with a cheat device, by using an e-Reader Card, or from the Pokémon Colosseum Bonus Disc.

If you order the Pokémon Colosseum Bonus Disk, once you complete the game, you can trade Jirachi from the Bonus Disc to your Ruby/Sapphire game. Jirachi is at level 45 when you transfer it from the GameCube.

Name	Type 1/2	Ability
Jirachi	STEEL/PSYCHIC	Serene Grace

-----<DEOXYS>-----[dx00]

This is yet another Legendary Pokémon hidden from view. Only a cheat device will allow you to get even close to this Pokémon, but some lucky people have an e-Reader Card that gives you the AURORATICKET through the Mystery Event feature.

REQUIREMENTS TO OBTAIN:

Key Items: Auroraticket

Other: Ferry Access

Birth Island -dx01

+-----+

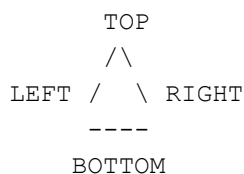
Locating Deoxys:

This island is realistically located near the Sevii Islands in the Kanto Region, south of island six. To get here, you need an item called the AURORATICKET, spelled just like that. If you have the ticket, go to the ferry in either Slateport or Lillycove and select Birth Island from the list.

Deoxys (Birth Island) -dx02

+-----+

If you get the ticket and you reach the island itself, you will notice some very odd things. The first thing you will notice is that there is no background music. Second, the island is shaped like a huge triangle. If that wasn't odd enough for you, Deoxys is shaped like a triangle too. Is it trying to blend in? You can stand against the triangle in four different locations; to the left, right, top, or bottom. To get Deoxys to transform into a form that you can actually catch, you need to walk up to Deoxys and press the A button in one of the four possible positions. If you do, Deoxys moves with some threatening beeping noises. Chase after it and stand against another side and it moves again. You will notice that sometimes it will move back to the center of the island. You need to press A against the four positions in a certain order. There are several "correct" orders, but the one I use, which I will show below, works for all of the GBA versions.



Use this sequence:

LEFT, TOP, BOTTOM, LEFT, RIGHT, LEFT, TOP, RIGHT, LEFT, TOP, BOTTOM.

Deoxys should get mad from that. Notice that each time you correctly input a "side press" Deoxys moves and slowly turns from black to red? Okay, so you have gotten Deoxys angry, now let's catch the fiend!

Capturing Deoxys:

You should not have much trouble with this battle, as Deoxys is only LV30. Still, it is rare and (eventually) powerful. Its most powerful attack is "PSYCHO BOOST." Anyway, since it is level 30 it isn't very strong to start. Do not think that this means you can catch it easily, oh no...it is still very rare. Weaken it, throw Ultra Balls or a Master Ball, and hope for the best. Avoid confusing it--this will cause some grief for you. It has the Pressure ability, so you use up your PP quickly. Bring some ETHER, ELIXER, or LEPPA BERRIES if possible.

Name	Type	Ability	Location
Deoxys	PSYCHIC	Pressure	Birth Island

+-----+
A section devoted to Pokemon that are difficult or nearly impossible to find.

-----<BAGON>-----<E4|B>-----[hf01]
Bagon is difficult to find; it hides in a tiny little room in Meteor Falls where you find TM02 DRAGON CLAW. The benefits of capturing a Bagon are good; it will evolve into a Shelgon at LV30, then into Salamence at LV50. It will learn FLY right after it evolves. Salamence is the Hoenn equivalent of Dragonite, but with fewer TM move capabilities.

REQUIREMENTS TO OBTAIN:

HM: SURF, WATERFALL

PokéBalls: Ultra Ball (30), Timer Ball (10)

Locating Bagon:

Enter Meteor Falls from Route 114.

STARTING POINT: ROUTE 114 --> METEOR FALLS

1. From the start point, go west and down the steps below you. Continue west. Go up and SURF north along the body of water to the north. Use WATERFALL at the waterfall.
2. At the top of the waterfall, continue north and go through the cavern on the strip of land. Go AROUND the body of water in front of you. Go down the ladder near the east wall. Head as west as possible, and then north as possible. Go up the ladder against the NORTH wall.
3. Go around OLD COUPLE: JOHN & JAY and up the four flights of steps to the north. Pass DRAGON TAMER: NICHOLIS (he will battle you). Go down the puddle-filled ledges, keeping west as possible. Go ON FOOT so you can control your movements. While staying west, stop when you reach the last ledge on the west side. There should be more ledges to the east. Go west along the path and down the ladder. If you cannot go west, you went too far down. Try again.
4. Go down the steps to the south and go east. You will reach a body of water. SURF north until you reach the strip of land to the north. Land there and go through the cavern to the north.
5. You will find yourself in a small cavern with water ahead. SURF north along that water. You will see a small strip of land with an item ball containing TM02 DRAGON CLAW. Bagon is here in this room and in this room only. You will not find it anywhere else. Run around on the tiny strip of land from which you took the item ball. Bagon is considered "rare" so it may be a while before it will appear, and may be difficult to capture. Be persistent and don't give up.

Name	Type 1/2	Ability	Location	Held Item
Bagon	DRAGON	Rock Head	Meteor Falls	Dragon Scale
Shelgon	DRAGON	Rock Head	Bagon LV30+	N /
Salamence	DRAGON/FLYING	Intimidate	Shelgon LV50+	/ A

-----<FEEBAS>-----<E4|B>-----[hf02]
Feebas is almost impossible to find. It is in Route 119, but only in specific parts of that route. I cannot give you the exact location of Feebas along that Route, as its location is different in each game save file. I can teach you HOW to find it, however. If you have patience enough (how much patience? Try at least a week of searching) read on. If you do not want to look for something that long, then skip this section; this isn't for you...

REQUIREMENTS TO OBTAIN:

TM/HM: SURE, WATERFALL

*Pokémon Moves: Sweet Scent

PokéBalls: Net Ball (10+)

Key Items: Old Rod

Locating Feebas:

Start at the very bottom of Route 119, at the first body of water. You need to fish in EVERY SINGLE "step" through the water. There are a few hundred "steps" in the water to fish in, and Feebas will appear in six of those steps. Just work your way through all of the possible areas to fish, I guarantee you will find it if you are thorough. Here is a tip: if you use the OLD ROD to fish, it will be easier to check if there are any Feebas in that "step." I recommend fishing in each "step" about five times before moving on to the next one.

Note:

Be sure to write down where you found Feebas so that you can get more later; they make great trading Pokémon and you can evolve one of the Feebas and get a Milotic. You need to have a Feebas with one of four natures out of the many available to get it to evolve. I will teach you how to evolve it; read the section below.

Evolving Feebas

+-----+

The methods of evolving this Pokémon are as twisted as the ways of finding it. Feebas needs to have a high beauty rating before it will evolve.

REQUIREMENTS TO OBTAIN:

Pokémon: Feebas

Berries: DRY Attribute

Key Items: POKÉBLOCK CASE

To raise the beauty rating of Feebas, follow these steps:

*If you have a bunch of DRY berries, skip Step 1

*If you have a POKÉBLOCK CASE, skip Step 2

*If you have both conditions fulfilled, start at Step 3

1. Pick berries until you have many DRY type berries. Check berries' attributes by pressing A over a berry and hitting "Check Tag." Try to obtain several "rare" or high-level berries.
2. Go to Slateport City and go inside the HYPER RANK Contest Hall. Receive the POKÉBLOCK CASE from the little girl to the left.
3. Blend berries at the Berry Blender in Lillycove City Contest Hall. Blend until you have about 25 DRY PokéBlocks.
4. Feed Feebas those DRY PokéBlocks only if it has a nature that likes DRY flavors:

Nature	Likes	Doesn't Like
--------	-------	--------------

-----+-----+-----

Mild	Dry	Sour
------	-----	------

Modest	Dry	Spicy
--------	-----	-------

Quiet	Dry	Sweet
-------	-----	-------

Rash	Dry	Bitter
------	-----	--------

5. Once Feebas' BEAUTY rating is at maximum (will not go any higher) raise Feebas' level by one. You can use a RARE CANDY if you wish. If Feebas does not evolve immediately, you do not have the BEAUTY rating high enough.

HINT: If you have competed in a Pokémon Contest, you can go to the POKÉMON

FAN CLUB in Slateport City and talk to the Chairman sitting on the couch (Chairman on the couch? Hahah). Put Feebas in the lead position in your party and talk to the Chairman again. He will examine the condition of your Pokémon. If Feebas has a high enough BEAUTY rating, the Chairman will comment about it. He will give you an item, the BLUE SCARF (unless you have obtained one from him before). This means you have a Feebas with a high enough BEAUTY rating to evolve!

Pokémon	Type	Ability	Location
Feebas	WATER	Swift Swim	Route 119 (Water)
Milotic	WATER	Marvel Scale	Feebas (High BEAUTY)

NOTE: If you change the "Trendy Phrase" in Dewford Town, Feebas' location (even if you have not found it yet) will change. Likewise, if your friend has found a spot for Feebas, you cannot change the trendy phrase in your game to match your friend's and find Feebas in the same spot that your friend did; it does not work like that.

-----+-----+-----+-----+-----+
| ==4. CHEAT DEVICES== [ct00] |
+-----+-----+-----+-----+-----+

Cheat devices are a good way to get what you want out of a game. They are also a good way to mess up your game save. In this section I will describe what cheat devices do and how they modify your games. It gets technical in some parts, so be warned.

- Positive Effects to Cheating - ct01

The obvious good effects to cheating would be that you could modify how the game works while it is running. This is done by replacing or modifying information that is loaded into the game system's memory from the game cartridge. By selecting a code such as "Infinite Money," the cheat device changes the values stored in the console's RAM that show how much money you have. By saving this game data with infinite money, the console stores on the cartridge how much money you have (in this case, 999999) as well as other things. Such codes as "Infinite Money" can typically have the changes made to the active memory saved to the cartridge without affecting your game save and progress.

- Negative Effects to Cheating - ct02

Complex codes, however, that rewrite massive blocks of information in the console's active memory can have some very nasty affects to your game save, and your progress, when they are not used carefully. This is more likely to happen when you combine codes that change big things on how the game works. I myself used an Action Replay MAX to help write this guide, and sometimes the codes affected my game save so much that I must start over because I cannot progress through the game anymore. A prime example was in Pokémon Emerald Version; I used a code to walk through walls, and I skipped ahead by accident on the storyline. I could not progress through the game at that point, because I could not go back and do that segment of the story that I missed (which is ironic because I could not go any farther without completing the event that I skipped). Use your best judgment when it comes to cheating; or you could find yourself in trouble. If you do decide to use cheats, if possible, disable the codes with the activation switch on the cheat module before you save. This will help prevent some of the issues that result from saving while codes are active. Codes such as Infinite Money do not have to be constantly running; it only has to be used once to max your money out, therefore, you can activate the code, make sure it fills your pocket, disable the code, and save. EVERY CODE that you use in the game will leave

detectable traces of code in the cartridge's flash memory. Nintendo will be able to see those traces, and therefore, you will be unable to participate in any official events or tournaments.

- Pokémon Requiring Cheat Devices - ct03

Some legendary Pokémon just cannot be obtained anymore, usually because they could only be accessed during Pokémon events. By using a cheat device that can change.

Here is a list of legendary Pokémon that you must have a cheat device to access them (note that I am only listing those found in Ruby & Sapphire).

Jirachi- Cannot obtain easily without a code.

Deoxys- Requires the AURORATICKET to get to BIRTH ISLAND and catch Deoxys.

Latias/Latios (Southern Island)- Need EON TICKET to access Southern Island and get the other Lati, but Pokémon can still be obtained by trading from the other version without cheating.

NOTE: I have confirmed that the codes that enable you to change what Pokémon attacks you in the wild (Species Modifiers) will not affect your game save even if you select a legendary Pokémon. The only problem is that the Pokémon you choose to fight in the wild will have the same level as others normally found in that area (though this could be a good thing if you prefer to raise Pokémon from low levels). Another issue may arise from this method, as people will be able to see that the Pokémon was caught at an unrealistic level at an area that it is not native to (a Deoxys caught at level 17 at Route 114, for example, rather than what it is supposed to be: level 30 at Birth Island). People will know that you used a cheat device, and Nintendo would be able to detect the code, revealing that it is a "hacked" Pokémon.

Please keep in mind that I do not cheat to get ahead in a game, and I do not keep Pokémon that I used cheat devices to obtain. I do not condone or support the use of cheat devices in any way, and I provide this information to readers for educational purposes ONLY. The cheat device was used only to speed information gathering on the legitimate methods of obtaining the Pokémon.

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+-----+
| ==5. VISUAL BRAILLE DECODER== [vbd0] |
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This is a decoder for the 26 letter English alphabet, plus a COMMA and PERIOD.
This works with all of the Pokémon games for the GBA.
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+-----+
| A| B| C| D| E| F| G| H| I| J| K| L| M| N| O| P| Q| R| S| T| U| V|
+-----+
- |. |. |..|..|. |..|..|. |. |. |. |..|..|. |..|..|. |. |. |. | -
- | |. | |. |. |..|..|. |..| |. | |. |. |..|..|. |..| |. | -
- | | | | | | | | |. |. |. |. |. |. |. |. |. |. |..|..| -
+=====+
+-----+
| W| X| Y| Z| ,| .| VISUAL BRAILLE-> ENGLISH |
+-----+
- |..|..|. | | | The last two are COMMA and PERIOD. These dots| -
- |..| |. |. |..| can be found in Ruby, Sapphire, Fire Red, Leaf| -
- |..|..|..| |. | Green, and Emerald Versions. | -
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| ==6. VERSION INFORMATION==                               [vsn0] |
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This section is where I list out all of the changes that I made before and after this guide hit the Internet.

Before Release -vsn1

03/28/2007-04/01/2007: Added several things, including the Guide Symbol Key, Hard to find Pokémon list, Visual Braille Decoder, and stats for the various Pokémon.

03/30/2007: Added the "Using Cheat Devices" section and completed it.

05/19/2007: Finished up the sections and submitted guide

After Release -vsn2

06/21/2007: Fixed multiple errors in the guide. Added new information from sources.

12/09/2008-12/10/2008: Fixed formatting errors and a handful of spelling errors that somehow evaded me before. Cleaned up some of the contractions. Cleaned up some sections and re-wrote a few to spice things up. Reformatted the email updates to conserve space.

02/01/2008: Corrected information about Jirachi.

8/14/2008: Improved the wording of a few sections, updated the Table of Contents design. Implemented other (better) features of my newer Pokémon guides.

11/17/2008: Reworked the requirements tables for visual appeal and space conservation. Makes them easier to read and takes up less space in the process.

05/06/2009: Reformatted the entire guide based on the research team's new formatting techniques. The guide's sections are easy to define and navigate, and I have rewritten most of the sections and walkthroughs.

06/09/2011: Minor updates to the Rayquaza section.

Future Updates -vsn3

I am currently working on a visual reformat of the guide which should be finished within a week or so.

Related Guides -vsn4

*Note: LCG = Legendary Catching Guide

GBA:

-Pokémon Fire Red & Leaf Green LCG (Released)

-Pokémon Emerald LCG (Active Development - 72% Completed)

DS:

-Pokémon Diamond & Pearl LCG (In Development - 36% Complete)

-Pokémon Platinum LCG (Waiting for Collaboration)

-Pokémon Heart Gold & Soul Silver LCG (Halted)

+-----+
| ==7. CONTACT INFORMATION== [cti0] |
+-----+

To contact me for corrections or submissions for the guide, e-mail me at
pokeguides@live.com.

YOU MUST FOLLOW THESE GUIDELINES OR YOUR EMAIL MAY NOT RECIEVE A REPLY:

-Use FAQ, Pokémon, or Guide somewhere in the subject so that your email is not automatically deleted.

-PLEASE remember to supply a name you would like to be known as in your email if you submit info for the guide. If you do not, I will reply back asking for this info. If you fail to supply a name or username within ONE WEEK of your initial email, I reserve the right to use your information without credit. This has not happened yet, and I certainly hope it doesn't.

-You may e-mail me for spelling errors, incorrect information, etc. If you do not fully understand how to get somewhere or how to catch a Pokémon, you can e-mail me, and perhaps I can clear things up. If you have information to ADD to the guide, you can also e-mail me and you will receive credit for your information if it is helpful (and correct).

Before you hit that SEND button...

PLEASE MAKE SURE THAT YOU READ THE GUIDE THOROUGHLY BEFORE YOU EMAIL ME!

I get many emails from people that overlooked information in the guide.

Make sure that the guide does not already answer your question before you request help from me. Do not try to lead us into believing false information; we check all submitted information, and we have the ability to track messages if necessary.

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| ==8. LEGAL STUFF== [lg10] |
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| ==9. CREDITS== [crd0] |
+-----+

This is where I show all of my sources and give them credit for the info that they contributed.

-The PokéGuides Writing Team:

NitemareDragon wrote the bulk of the information and did all of the testing and walkthrough generation. He also created the ideas and layout, and published the guide.

Vortexized is helping with streamlining the correcting process.

-Email Contributors:

Deer Hunter 94 reminded me that Shelgon evolves at level 50 and not 55.

Also notified me that the Kyogre/Groudon section was incorrect; it originally said that they could be found at Sky Pillar.

Alien Buggy submitted information for obtaining Jirachi.

Christina supplied spelling and grammar corrections.

Valth, Sambasma, and Deer Hunter 94 submitted strategy information for catching Latias and Latios.

Jordan corrected mistakes with Rayquaza's listed moves.

Zane provided information about the effectiveness of different PokéBalls, and which ones should be used in certain situations.

Anonymous contributions:

-Soul Dew correction.

(=====END OF GUIDE=====)

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